Acclaim®

ACCESS DENIED

Featuring Taig Khris

MAN 23293.01 ENG

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Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50480

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 514KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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CONTENTS

Loading 2
Introduction 4
Options 5
Skating Basics 6
Controls 6
Game Modes 22
Career 22
Freeskate 22
Timed Run 22
Multiplayer 23
Park Editor 24
Skater Gallery 29

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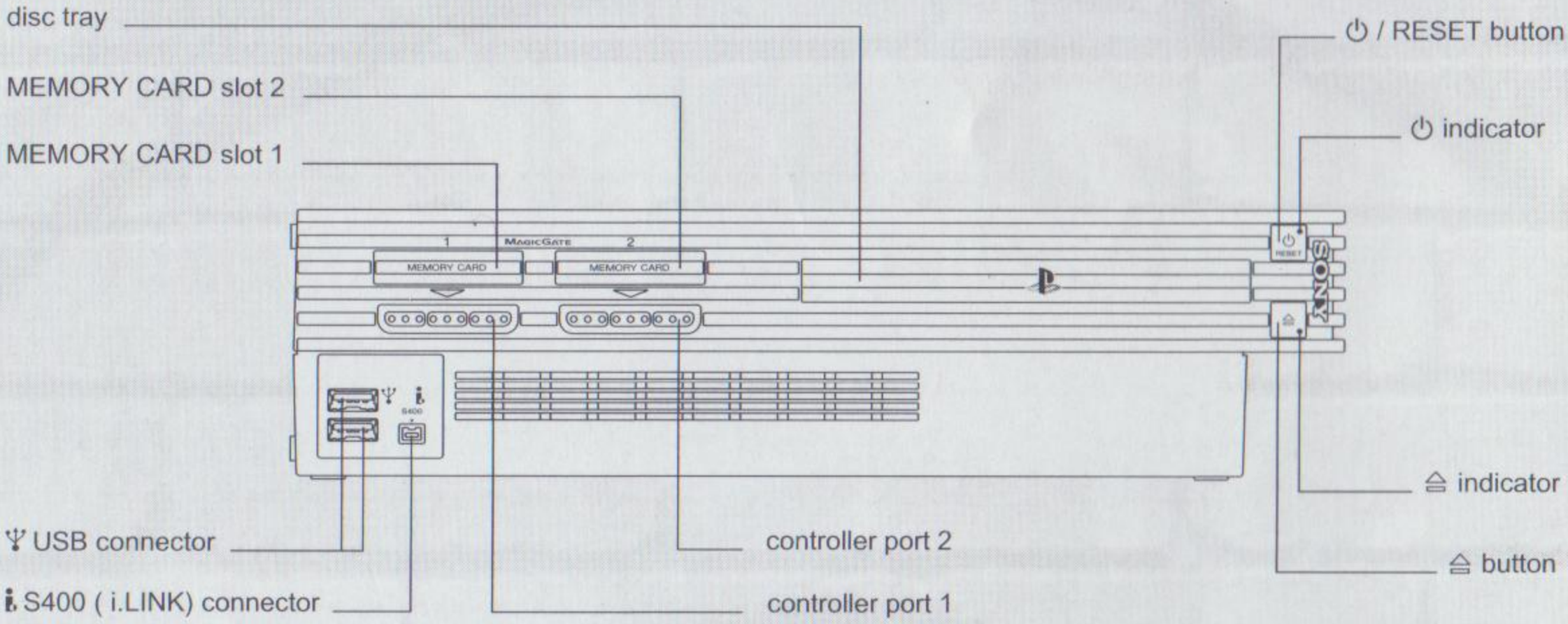
AKA Acclaim™

LOADING

PlayStation®2 [front panel]



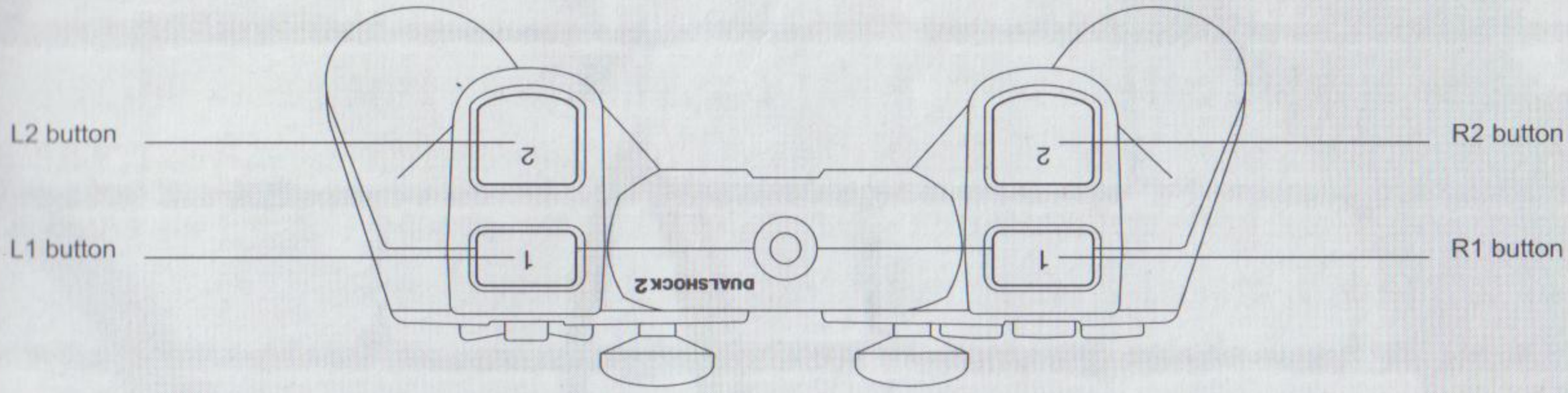
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ / RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the Aggressive Inline disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is on. Follow on-screen instructions and refer to this manual for information on using the software.

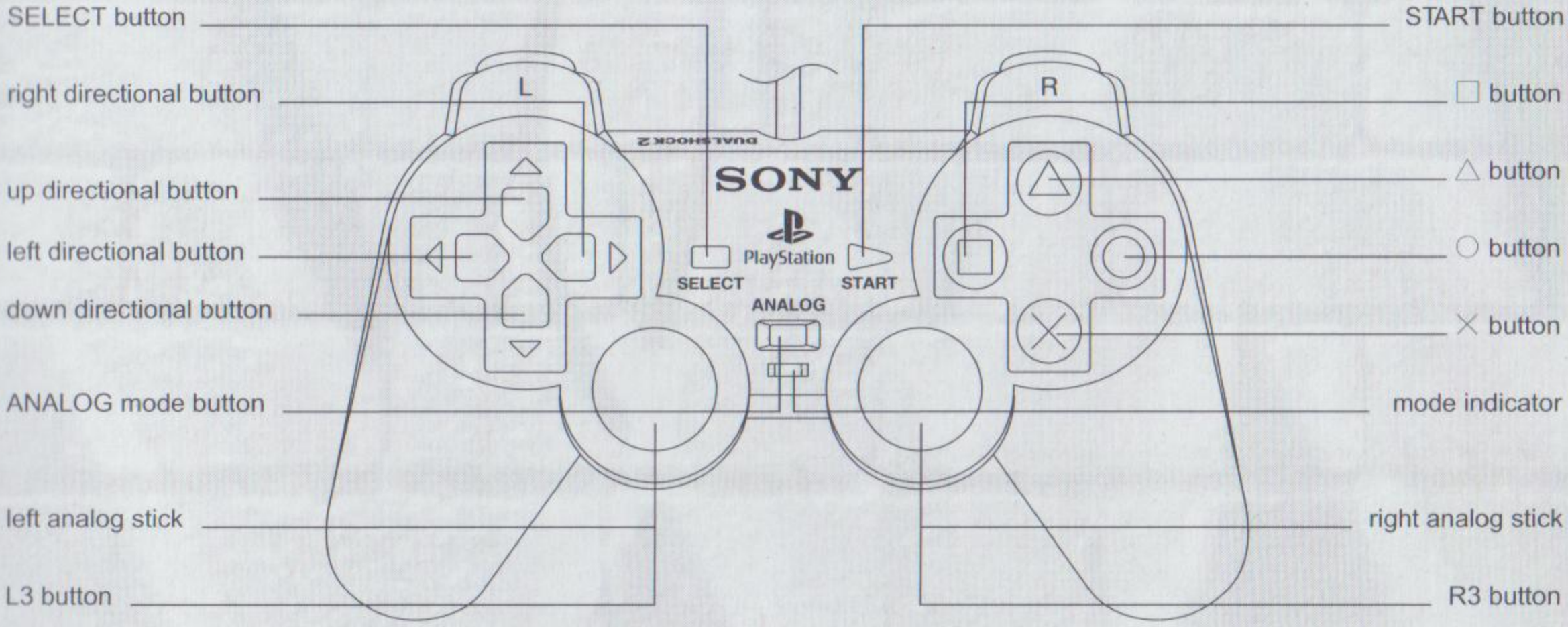
If you wish to save your game, insert a memory card (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD slot 1. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: Aggressive Inline is for up to 2 players. In order to play with 4 players, you must connect a Multitap (for PlayStation®2) (sold separately) to Controller port 1.

STARTING UP

Analog Controller (DUALSHOCK®2)



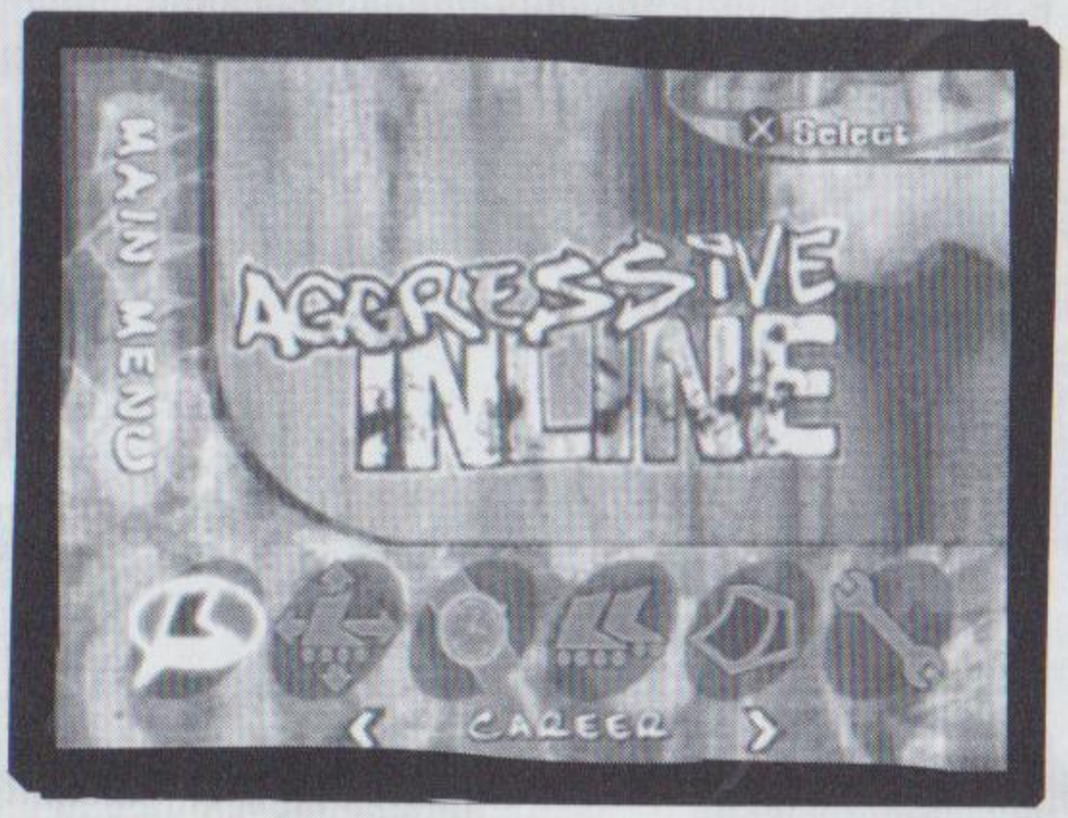


INTRODUCTION

Welcome to AKA™ Aggressive Inline, a showplace of skating, skill and speed. This is the place where daring moves and dizzying modes make the difference. In the Tutorial level, you'll have a chance to learn all the skating skills you need. Mastering them is another matter, and there are lots of tough levels that will test your abilities like never before. Once you get the hang of it, you'll be chaining insane tricks together for big scores like a pro before you know it. You can take on an entire career's worth of play, completing progressively more difficult levels until you beat them all. Creativity and fun come together when you create your own skate park levels to test your skills on. You can play through all kinds of tough tests against a friend in split-screen Multiplayer mode.
So put on those skates and get rolling!

GETTING STARTED

You will advance to the main menu. Press ⬅ or ➡ on the **directional buttons/left analog stick** to highlight a choice and press the ✕ **button** to select it or the △ **button** to cancel.



CAREER Compete on a variety of levels completing challenges to advance. See page 22 for details.

FREESKATE Skate on any unlocked level with no juice meter to worry about. See page 22 for details.

TIMED RUN Compete against the clock for the best score. See page 22 for details.

MULTIPLAYER Compete against a friend for frantic split-screen skating action. See page 23 for details.

PARK EDITOR Create your own levels to skate on. See page 24 for details.

OPTIONS Adjust these option settings:

SAVE/LOAD Access your memory card to save and load game data.

SOUND Adjust sound effects, music and speech volumes. Press ⬅ on the **directional buttons/left analog stick** to decrease volume, or ➡ to increase volume.

CONTROLLER View default controls and change control configurations. There are three pre-set control schemes to choose from.

MEDIA VIEWER This is where various videos can be viewed once opened in Career mode.

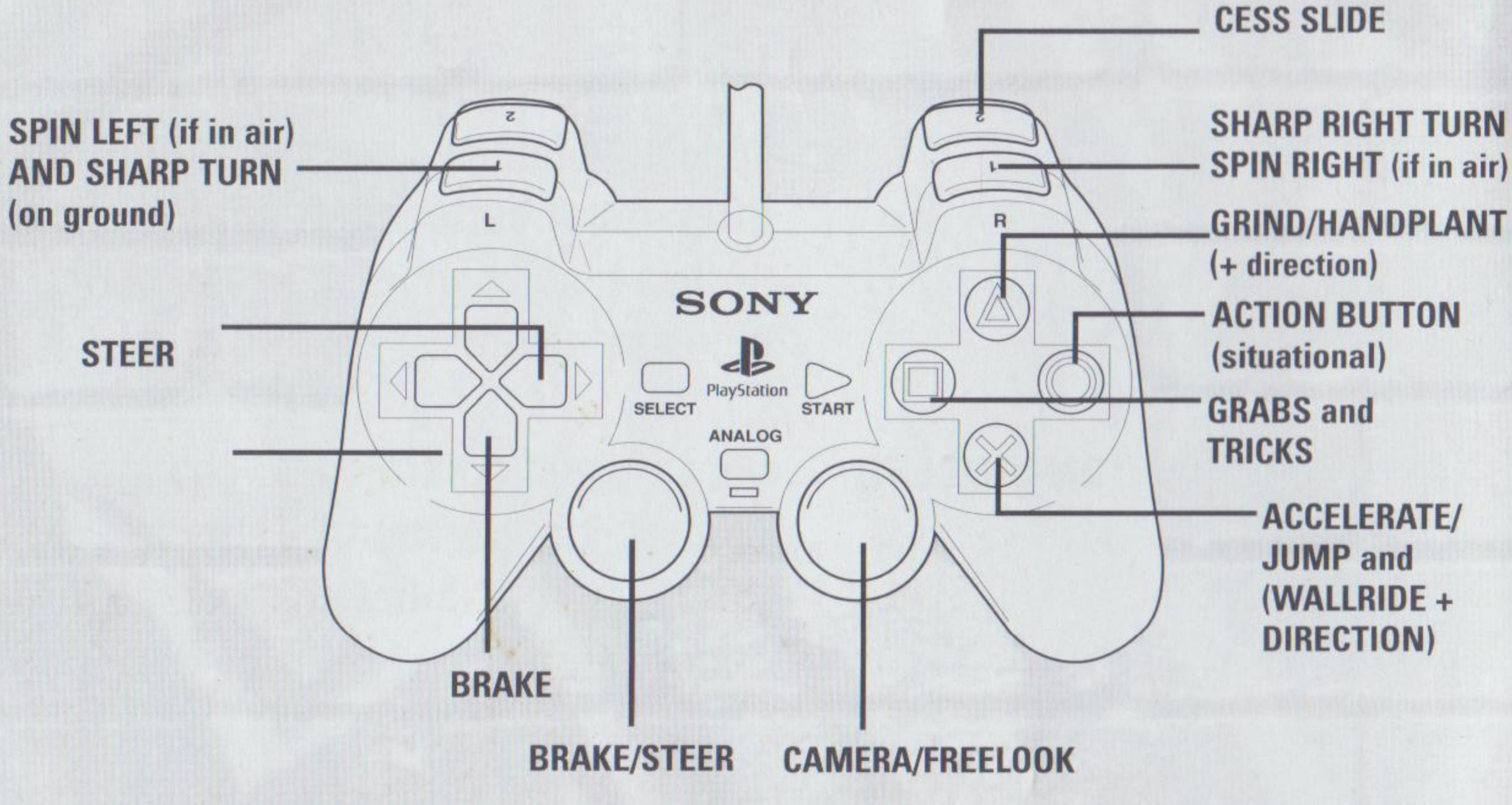
CREDITS View the team behind AKA™ Aggressive Inline.

CHEATS Input any cheats you've unlocked. *Warning: By inputting a cheat your player will be branded a Cheater.*

SKATING BASICS

THE CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



To select menu options, press ←/→/↑/↓ on the **directional buttons/left analog stick** to navigate the menus. Highlight the desired option and press the ⊗ **button** to accept and the △ **button** to go back through the menu options.

Gameplay Controls

- **JUMP** – Press and release the ⊗ **button** to jump

- **ACCELERATE/AUTO GAS**– Hold the ⊗ **button** or ↑ on the **directional button** or **left analog stick** to accelerate.

- **FAKIE SKATE** – Tap the **L1 button** and **R1 button** when skating to spin 180 degrees and skate fakie (backwards). Tap again to switch back to normal position.

- **TO CESS-SLIDE (REVERT)** – Press the **R2 button** to perform a Cess Slide. Use this move to switch to and from Fakie or when landing on a Vert Ramp to continue your combo chain.

- **FREELOOK** – At any time, you have the ability to look around the surrounding areas by maneuvering the **right analog stick** ⬆, ⬇, ⬅ and ➡.

TRICKS

Tricks are the soul of AKA™ Aggressive Inline. They are performed anywhere, but perhaps most impressively in the air. The Trick control allows you to modify tricks by pressing a different directional control while pressing the trick button. In addition, a series of button presses while a trick is in progress will allow you to flow from one trick into another and another. The idea is to combine a number of tricks consecutively into a spectacular chain that demonstrates both creativity and skating mastery (and earns you max points, too).

- **GRAB TRICKS** – While in the air, press the **directional button** or **left analog stick** in any direction, then tap the ▣ **button**. Ex. ⬇ + ▣ **button** = Rocket Grab.

- **FLIP/SPIN TRICKS** – While in the air, press the **directional button** or **left analog stick** in two directions, then tap the ▣ **button**. Ex. ⬇, ⬆ + ▣ **button** = Bio Flip.

- **MODIFIED FLIP/SPIN TRICKS** - While in the air, press the **directional button** or **left analog stick** in three directions, then tap the ▣ **button**. Ex. ⬅, ➡, ⬅ + ▣ **button** = Method Flatspin.

- **WALLRIDES** – While in the air, you can perform a Wall Ride by holding ⬇ on the **directional button** or **left analog stick**, then pressing and holding the Jump button (⊗ **button**). Wall Rides are active as long as the ⊗ **button** is held. Once you release the ⊗ **button**, you'll jump off of the wall.

- **MANUAL** – Tap ⬆-⬇ or ⬇- ⬆ on the **directional button** or **left analog stick** when skating or landing to perform a single toe or single heel manual. The ⬆ and ⬇ directional buttons must then be used to balance.

- **GRAB TRICK TWEAKS** – Holding the ▣ **button** longer will tweak (stretch out) the Grab trick providing the skater with even more points.

- **SPECIAL TRICKS** – You can earn special tricks by finding a power-up on each level.

Action Button

Use the action button (◉ **button**) to interact with elements in your environment, such as spinning on poles, talking to people, skitching behind vehicles and even bailing out of crashes. All these maneuvers can be executed with the use of one button press. The Action button is context sensitive and reacts differently to different situations. For example, if you are near a vertical pole and press the ◉ **button** you will grab and spin around it, while if you are near a pedestrian and press the ◉ **button** you will talk to the pedestrian and receive a challenge.

- **VAULTING** – Skaters have the ability to vault over rails and out of vertical ramps by pressing the ◉ **button**. This enables the skater to launch high in the air to start off a new trick string or just launch out of a vertical ramp with style.

- **POLE SPINS** – The skater also has the ability to grab and spin around horizontal and vertical poles placed throughout all the levels by pressing the ◉ **button**. These poles are great for getting to hard and or secret areas otherwise unavailable through normal skating. When skating near a horizontal or vertical pole, press the ◉ **button** (Action button). If it's a horizontal pole the skater will spin around up to three times then automatically release. Releasing the action button causes the skater to swing off the horizontal pole. The skater will

jump off in various directions depending on which directional button you are pressing when you release the ⊗ **button**. ⬆ on the **directional button** or **left analog stick** will shoot you higher and pressing ⬅ or ➡ on the **directional button** or **left analog stick** will launch you to the left or right.

- **SKITCHING** – The skater can grab onto any moving vehicle and be pulled through the world by pressing and holding the ◉ **button** when skating closely behind a vehicle. This enables the skater to be pulled around faster than they would normally be able to traverse the world. Cars, trucks, buses and even planes can be skitched.

- **BAILING** – The skater has the ability to bail out of tricks off of a quarter pipe or vert ramp. When no longer over a quarter pipe, simply press the ◉ **button**, which will reorient you to land. If you are too close to the ground you may not have enough time to execute the bail maneuver.

- **RECEIVING CHALLENGES FROM PEOPLE/OBJECTS** – Pressing the ◉ **button** next to a specifically highlighted person or object will reveal many of the challenges the skater needs to finish the game. A spinning orb above the person or object will highlight these challenges.

GRINDING

Grinding is a huge part of AKA™ Aggressive Inline. You can grind on practically any edge. A grind is performed by jumping up onto an edge (press and release the ⊗ **button** to jump) or skating over an edge then holding the △ **button** + a direction control. Different grinds are performed depending on the direction pressed. For example, pressing the △ **button**+ ↑ on the **directional button** or **left analog stick** is a Soul grind.

MODIFYING GRINDS

Inputting another grind with the **directional buttons** or **left analog stick** when in an existing grind will modify the grind, allowing you to switch to any other non-special grind in the game.

180° ROTATION

Pressing the ↑ direction modifier adds a 180° rotation to the character before the grind occurs.

SWITCH STANCE

Using the ↓ direction modifier switches the stance of the new grind. For example, if the player performs a normal Soul where his right foot is the lead, using the switch modifier mirrors the motion so that his left foot is the lead foot.

With the exception of Special Grinds (Double, Hand, Specials), all grinds fall into two categories: *Frontside* and *Soul*. *Frontside* oriented grinds are perpendicular to the rail.

SWITCH

While on the rail it is possible to perform a "switch" version of any grind. For example, pressing ← on the **directional buttons**/

left analog stick and the △ **button** will perform a Miszou grind. To perform a "switch" version of a Miszou grind you will need to press ↓ on the **directional buttons/left analog stick** before you input the Miszou grind. So a switch Miszou would be ↓, →, △. Keep in mind this must be done while already in a grind and can be done with ANY Grind. Even double direction grinds!

ALLEY-OOP

While on the rail it is also possible to perform an "Alley-oop" version of any grind. For example, pressing ← on the **directional buttons/left analog stick** and the △ **button** will perform a Pornstar grind. To perform an "Alley-oop" version of a Pornstar grind you will need to press ↑ on the **directional buttons/left analog stick** before you input the Miszou grind. So a switch Miszou would be ↑, ←, △. Keep in mind this must be done while already in a grid and can be done with ANY Grind. Even double direction grinds!

Grind Tricks

The skater has the ability to enter one or two directional button inputs to execute a grind.

SINGLE DIRECTION GRINDS

GRIND NAME	DIRECTIONAL CONTROLS	TRIANGLE BUTTON
Frontside Grind	No Direction	+ △
Soul Grind	↑	+ △
Pornstar Grind	←	+ △
Miszou Grind	→	+ △
Royale Grind	↓	+ △
Fastslide Grind	↖	+ △
Backslide Grind	↗	+ △
Fishbrain Grind	↘	+ △
Makio Grind	↙	+ △

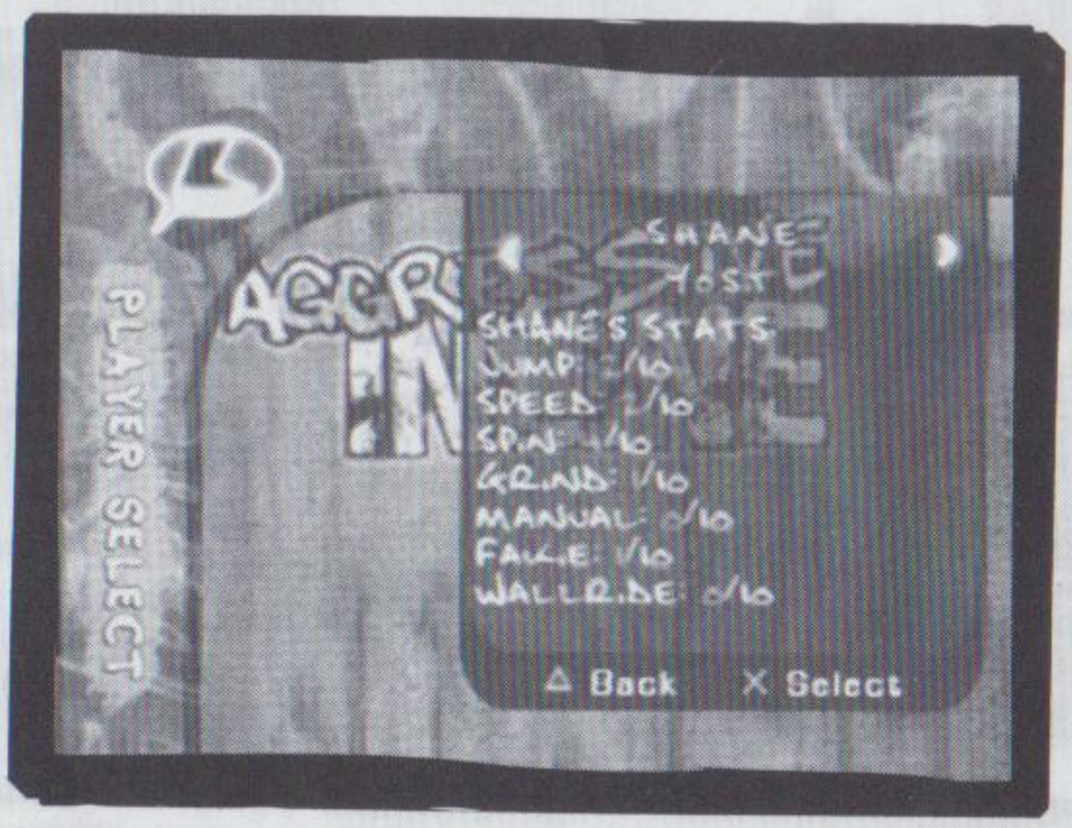
DOUBLE DIRECTION GRINDS

GRIND NAME	1ST DIRECTIONAL CONTROL	2ND DIRECTIONAL CONTROL	TRIANGLE BUTTON
Torque Soul	←	↑	+ △
Soyale	←	←	+ △
X	←	→	+ △
Acid Soul	←	↓	+ △
Freestyle Frontslide	←	↖	+ △
Freestyle Backslide	←	↗	+ △
Freestyle Fishbrain	←	↘	+ △
Freestyle Makio	←	↙	+ △
Wonder Grind	→	↑	+ △
Sweat Stance	→	↓	+ △
Mistrial	→	→	+ △
Unity	→	←	+ △

STARTING GAMES

The first thing to consider once you've selected your game mode is which skater you wish to control.

PLAYER SELECTION



You can select any of the available skaters to control, including any secret skaters. Each skater's starting attributes appear on this screen, along with rankings and other in-game performance stats. Once you select a player in Career mode, you skate using that player through all the levels.

ATTRIBUTE SYSTEM

AKA™ Aggressive Inline incorporates a Dynamic Attribute system, which is a direct reflection of the skater's actions within the career mode of the game. When a player performs in the world they are awarded with experience points that build up the players 7 attribute categories. Experience points are not only offered for various skating performances, they're also awarded for completing challenges in the game.

Each attribute can be highlighted by pressing ⬆/⬇ on the **directional buttons** or **left analog stick**. The bottom of the attribute screen states how many points are needed to move up to the next attribute level i.e. 1500/10,000. The number to the right of the attribute states the attribute level Ex. LV2 for Level 2.

SPIN : The amount of rotations while in the air state builds this attribute.

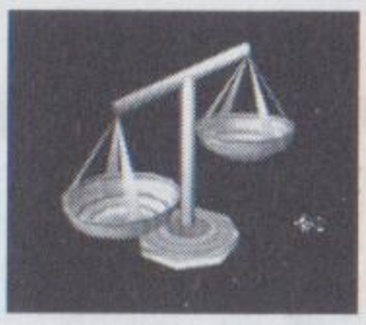
RESULT: Provides faster spin.

XP POINTS: Each 360 degree spin earns the skater 7 points.

GRIND: The length of time of a grind determines this attribute.

RESULT: Provides better balance for grinds and stalls.

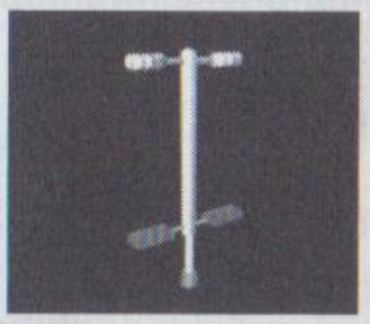
XP POINTS: Points increase the longer the grind time. Promotes transfers.



MANUAL: The length of time of a manual determines this attribute.

RESULT: Provides better balance.

XP POINTS: More points the longer the manual.



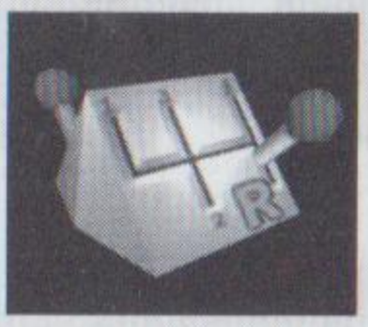
JUMP: The number of tricks performed in the air-state determines this attribute.

RESULT: Higher jumping ability.

XP POINTS: Depends on total trick points.

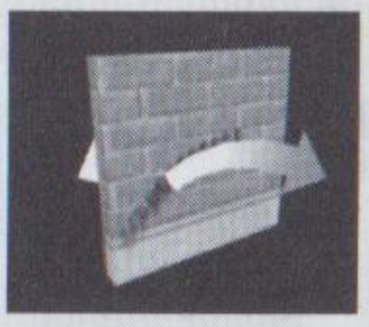
SPEED: The number of times player maximizes the juice meter determines this attribute.

RESULT: Faster speed.



FAKIE: The number of tricks you perform Fakie determines this attribute.

RESULT: Faster speed and higher jump while fakie.



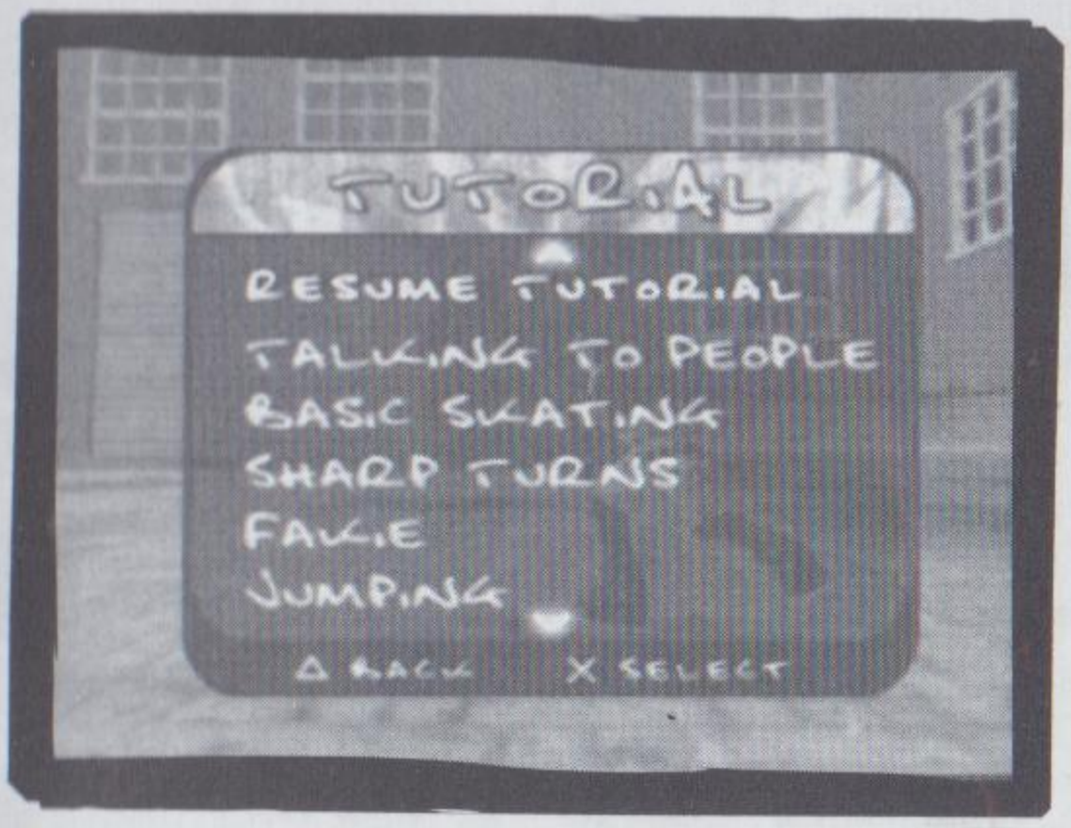
WALLRIDES: The amount of times player Wallrides determines this attribute.

RESULT: Less gravity means longer Wallrides.

LEVELS

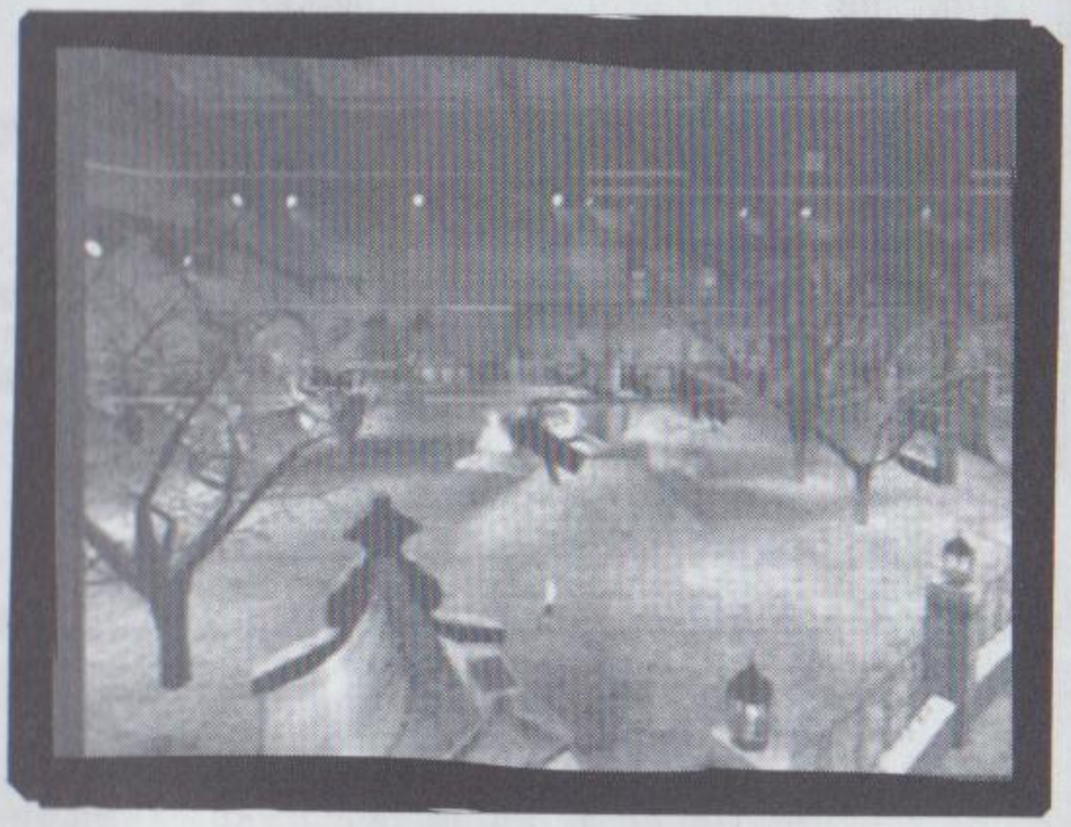
After selecting your player, you will choose a level to skate. There are 7 huge levels to skate on, each more wicked than the last. Start out in the Tutorial level to get a good grasp on the basic controls and maneuvers. As you progress in the game, you will unlock extra levels.

Tutorial



The Tutorial level teaches skaters the basics needed to get the job done. It's recommended that all newbies play through the Tutorial mode before entering the career mode.

LEVEL 1 MOVIE LOT

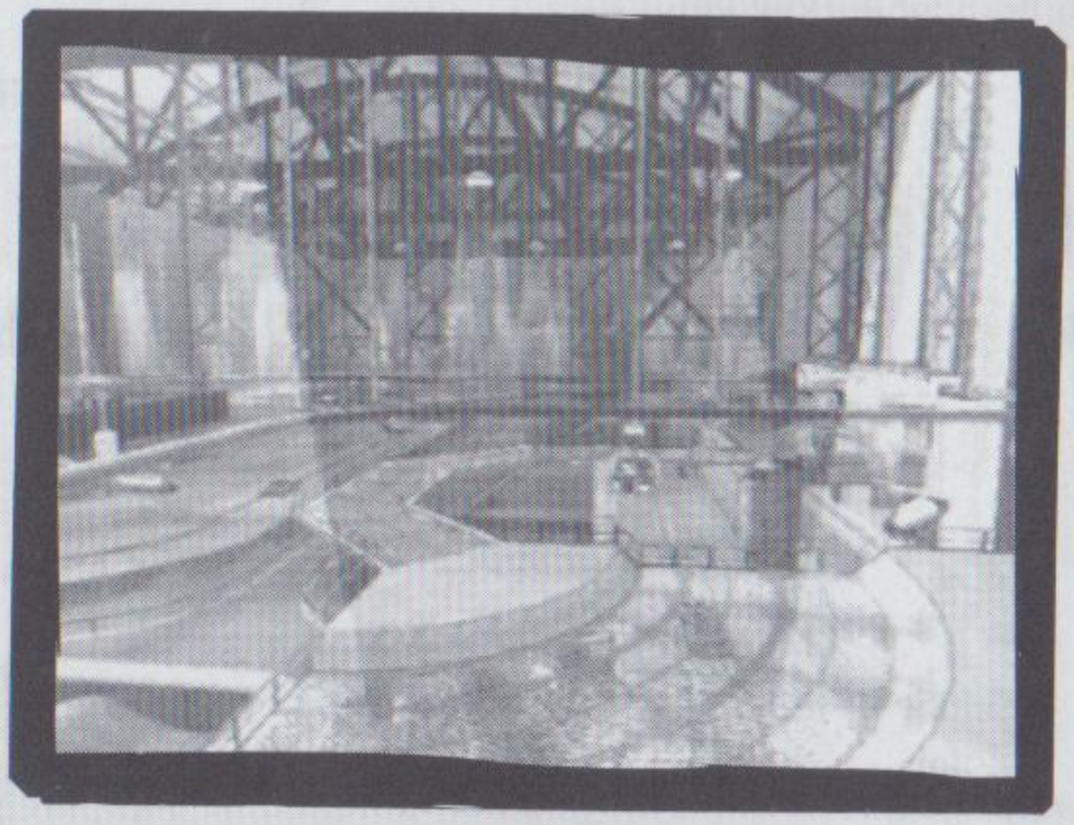


Your 1st level in the Career mode takes you through the city streets and into the movie lot. A haunted house movie is in production on the set. Hang out outside and learn the basics and find all the huge lines, then take it inside the studio and get rid of all those ghosts.

LEVEL 2 CIVIC CENTER

Things get a little more interesting as you skate around this huge indoor and outdoor city. A beautiful night-time setting, good for a nice roll through the huge outdoor skate park. Light off a couple of fireworks while you're at it.

LEVEL 3 INDUSTRIAL PLANT

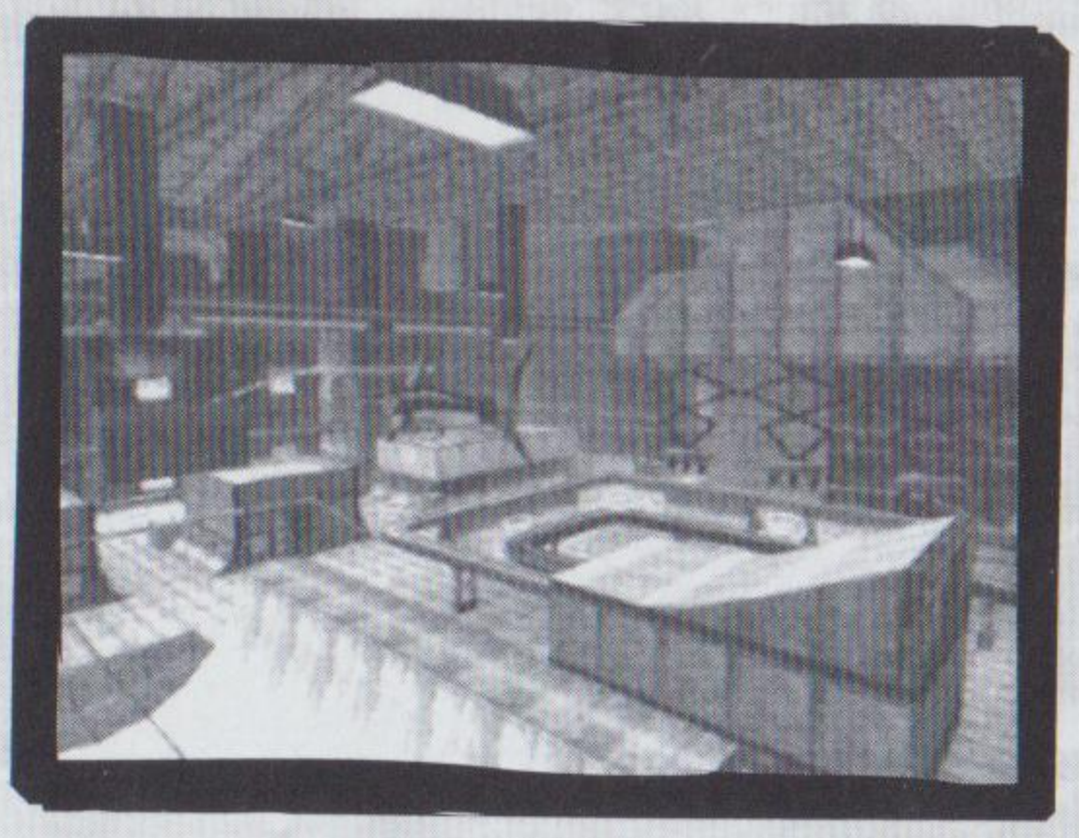


Ever see how a car is made? Well now you have the chance to skate this massive indoor/outdoor auto manufacturing plant. Check out the robotic arms welding cars together, stop and build a skate park or watch some crash test dummies go for a ride. Don't forget to wear your seat-belt.

LEVEL 4 BOARDWALK

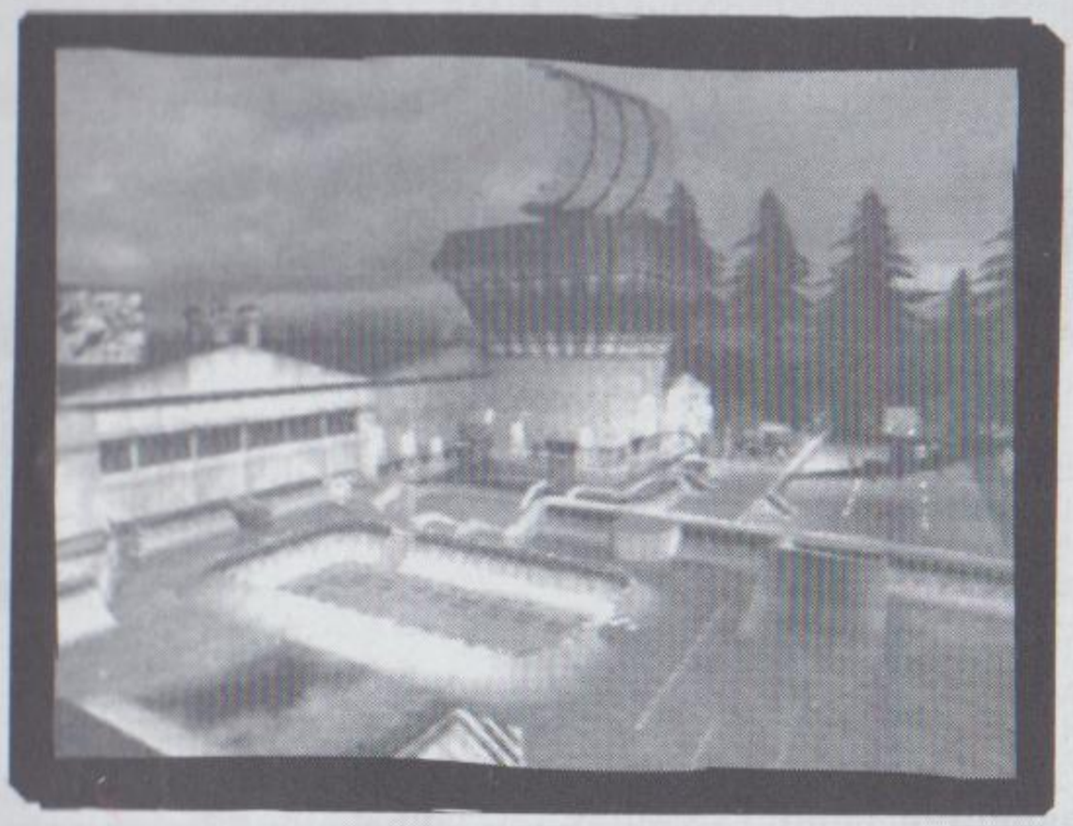
Ahhhh! A nice sunny roll along the boardwalk! Watch out for that clown Mr. Bonkers. Take a ride on the ferris wheel or simply skitch a ride on the roller coaster. This level rocks! Bring a barf bag!

LEVEL 5 TUNA CANNERY



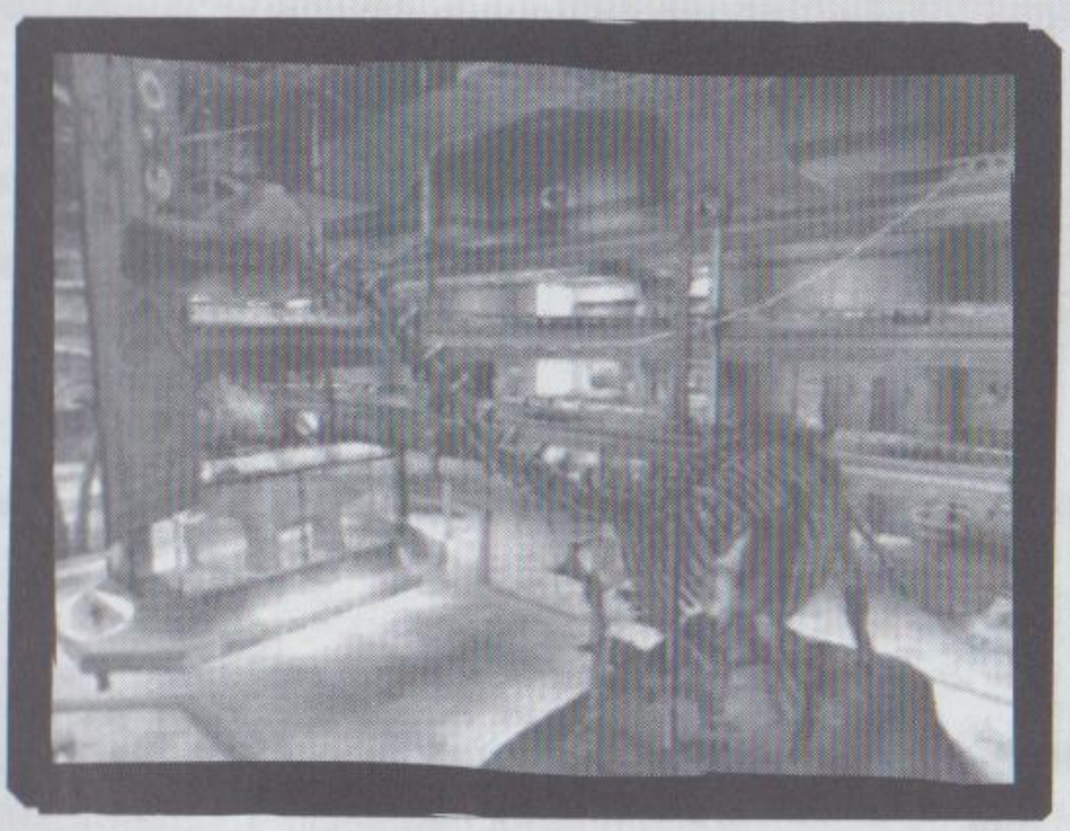
Nothing like the smell of rotting fish in the morning breeze! Take a roll on a fishing boat or check out the work-ings of a fully functional cannery, smell and all. Don't forget to check the freezer for some Park Editor goodness.

LEVEL 6 AIRFIELD



Didn't mommy ever tell you that skating, thunder, lightning and a bit of rain don't mix? Sometimes you just have to do what's wrong. Pull some awesome tricks, get a little wet, skitch behind a plane, find some insane grind lines and blow up a couple of balloons. Who could ask for more than that!

LEVEL 7 MUSEUM



Did someone say marble floors, dinosaurs, multi level, planetarium, warehouse, tar pits, flying ptero-dactyls, burglars, insane transfers, and, and, and! This level will take all your skills to master!

CHALLENGES

Each level has several challenges (tasks), each of which must be accomplished in order to beat the current level. Every level has between 20 and 35 challenges to complete. Not all will need to be beaten to move onto the next level, but your life won't be complete unless you beat them all and open up the vast secrets in the game. Each challenge has a point value attached to it. The challenge screen will tell you how many points are needed to unlock specific goals and unlock the next level.

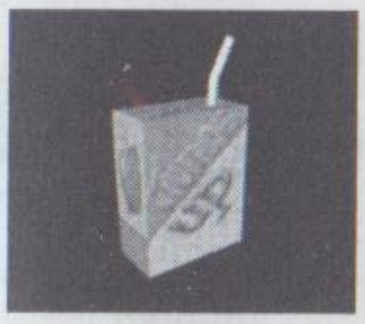
Some challenges are open when you enter the level and others are assigned by people (challenge assigners). Challenge assigners are indicated by a glowing "bubble" displayed above them. Pressing the Action button when you encounter a challenge assigner will display the challenge.

You can view the challenges for a level by pressing the **START** button to pause the game and selecting Challenges from the menu. You can also press the **SELECT** button at any time while playing to bring up the challenge menu. Highlighting a challenge by pressing ⬆ or ⬇ on the **directional buttons** or **left analog stick** allows even more options. Press the ⊗ **button** when any challenge is highlighted to get more detail on that challenge. AKA™ Aggressive Inline provides fly-throughs of some challenges. The fly-throughs can be accessed from the main challenge menu or the detailed challenge menu by pressing the ◉ **button**. Challenges with fly–throughs are marked with a little camera icon next to the challenge text. Pressing the **R1** **button** will bring up a challenge summary menu which gives you an overview of how many challenge points you've earned, secrets you've opened and how many challenge points you need to reach the next level. Only basic challenges will be readily available to the skater on the menu. All blank challenges will only appear after talking to an objective giver.

Note: Pressing the SELECT button during gameplay quickly brings up the challenge menu.

ICONS

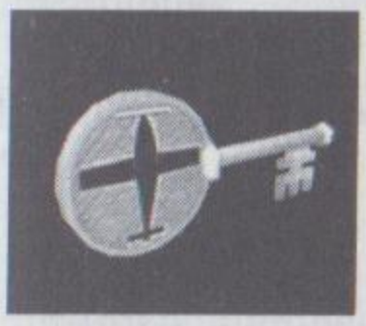
Good bye level timer! Skate as long as you like on a level as long as you can keep your Juice meter up. Juice is the amount of energy you have to exert. You can increase your juice by skating well, collecting juice box powerups, and finding Juice Meter extend powerups.
There's 3 different Juice box pickup types on each level, Green, Purple and Yellow.



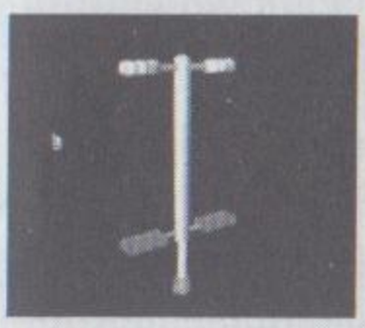
The **Green Juice Box** powerup gives the skater 50% juice

The **Purple Juice Box** powerup gives the skater 100% juice

The **Yellow Juice Box** powerup gives the skater a juice extend which extends the length of the juice meter. This means the player has more On fire time to pull secret tricks, longer extra speed and crash more often if need be.



Key – Unlocks a hidden area on another level.



Attribute up – There are seven attribute icons (Jump icon is shown). Each improves a particular skill by one level. See pages 13-14 for details. There is one hidden attribute icon in every level.

Special Trick – Each level has one hidden special trick icon in the form of a particular skater's head. Collecting this will let you perform that skater's secret trick.

Juice Meter

The juice meter appears in the upper left of the screen. When your juice meter is full, you're on fire and flames will fly from your skates. When you're fully juiced all your secret tricks are accessible, and you will also have access to extra speed. When your juice meter is empty, you're out of energy and the game is over. You can continue by losing up to 100,000 points.

SCORING

Your score consists of points for challenges met and points for tricks performed. Points are multiplied according to difficulty, and the number and kind of tricks chained together. The longer the chain, the higher your score. Note that points awarded vary with difficulty setting.

GAME DISPLAY

1. CURRENT SCORE THIS RUN
2. CHALLENGE SCORE
3. BALANCE METER
4. TRICK NAME
5. SCORE MULTIPLIER
6. TRICK SCORE
7. TIMER
8. JUICE METER- The juice meter starts out half way full (we're optimists), and the level rises or falls depending on your performance. You can also raise the level by collecting juice powerups. When

PAUSE MENU

You can pause the game at any time during play by pressing the START **button**. You will see these choices:

RESUME GAME Return to play where you paused the game.

CHALLENGES View the current challenges for the level, and see which ones you've completed and which remain to do.

ATTRIBUTES View your current skater's attribute levels.

SAVE Save your current progress to a memory card.

VIEW LOOT View the various juice powerups you've collected so far.

TRICK LIST View a list of various trick controls.

EXIT GAME Quit the current run and return to the main menu.

SOUND OPTIONS Allows you to raise/lower SFX, Music and Speech Volume. You can also press the R1 **button** within the sound options menu to bring up the music playlist. This allows you to choose any track you wish to hear. You can also disable any tracks you don't wish to hear.

GAME MODES

CAREER

Tutorial

Start out by mastering the basics in the Tutorial mode. There are over 20 lessons. Once you've completed all of them you'll be ready to take on all the challenges of a full career. If you want to review a particular tutorial topic or challenge, press the START **button** to pause the game and bring up the tutorial menu. You can then scroll to the desired topic and press the ⊗ **button** to resume the mode on that topic.

FREESKATE

In Freeskate mode, you practice your stuff on any available level, without the distraction of timed runs. You're free to roam, wander and wreck with abandon. You don't have to worry about the juice meter in this mode, it will not run out and you can still fill it up. You can also still get extra speed and open your secret tricks when it's filled! You can not build your attributes in Freeskate mode.

TIMED RUN

A Timed Run gives you a chance to test your skills against the clock. Not that others aren't timed. Just that this one is even more timed. Ok, that's not true. There's a lot of tension in timed events. In some players a timed run brings out their best, grace under pressure and increased performance. In others, it causes hives and anxiety, if not outright panic. This can happen to the same player! Shock the world by showing you have the patience and skill to master the Timed Run!

MULTIPLAYER

Join up with a pal for intense head-to-head skating action. In Multiplayer games, a split screen display is used, with player 1 on the left and player 2 on the right. Only certain unlocked levels are available for play.

MULTIPLAYER MENU

Most Points The winner is the player with the highest score at the end of a run.

Best Trick Best trick here means which skater can perform the most amazing skating stunt. It's a battle for top trick score.

Egg Hunt Someone somehow has planted a number of secret items in the game! Your task here is to skate around and find the different items hidden on various levels. Be resourceful and search thoroughly!

Twenty One Find the cards on the levels. Closest player to twenty-one without going over at the end of the timer wins. Knock the other guy over and he loses his cards.

Animal Rescue Like a brave fireman, you have a chance to rescue animals and bring them to justice. Or safety. Anyway, it's a pretty nice thing to do, and the more critters you rescue, the more your opponent will whimper.

(You can also access Options, High Score, Level Select and Exit Game from this menu.)

GAMEPLAY TIPS

- Perform tricks while Fakie (backwards) for higher trick scores.
- Tweak (hold) Grab tricks for bigger trick scores.
- Vault out of vertical ramps to start your trick chain earlier.
- Try to trick into and out of every grind.
- Use Special tricks for bigger scores.
- Make sure to add spins to your tricks for extra score multipliers.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Use Cess-slides to keep your combo going from big air tricks off ramps.
- Fill your juice meter to gain extra speed and allow access to your secret tricks.
- Look for Secret keys in each level that unlock hidden areas on other levels.
- Look for Secret hidden attribute icons on each level to help boost your skills.

PARK EDITOR

The Park Editor allows you to create your own awesome areas to compete in.

Player Select

First, choose a player to test your level by skating on it with the selected skater.

Apron Select

Choose the basic apron style for your level. The apron is the area surrounding the main skate floor, the setting for your future

glories. You can choose aprons that reflect the themes from the various unlocked levels.

CREATING A LEVEL

The object is to create a park that is fun and challenging over multiple runs. You may have different ideas, of course. You may enjoy creating impossible parks, or pathetically easy ones. Whatever you're in the mood for is what you can make.

There are many, many park pieces to chose from. We stopped counting them after 10, but if it's raining today you may wish to take up where we left off. Or not. The important thing is that you can place and manipulate these many pieces to your exacting standards until you've created a park that is second to none. Or only to a few. Our crew is pretty good.

EDITOR CONTROLS

⊗ button	Place piece
○ button	Rotate piece 360 degrees
□ button	Delete piece
△ button	Not used
Directional Buttons	Move piece
Left analog stick	Move camera
↑/↓ Right analog stick	Zoom in/out
L1/R1 button	Toggle category
L2/R2 button	Cycle through pieces in category

To delete a piece

Pressing the **△ button** when a park piece is highlighted will delete that piece from your park.

Terrain Tool

You can raise or lower the height of the terrain via pressing the **⊗ button** when in Terrain Tool Mode and pressing the **directional buttons** ↑ or ↓. To get into the Terrain Tool mode

press the **SELECT** button at any time or scroll the categories section by pressing the **L1** and **L2** **buttons** until you get to the Terrain Tool. You can release terrain grabbed via pressing the ◉ **button**.

Testing A Park Level

You can test your creation before you save it. Select Test Run and press the ⊗ **button** to test play the currently loaded park. To test a saved park, you can select any saved park and press the ⊗ **button**.

Saving A Park Level

You can save as many parks as you can fill on your memory card (8MB) (for Playstation®2).

Editor Pause Menu

Press the START **button** while in the Park Editor will bring up a menu with these choices:

Continue – Return to the editor and continue creating your park.

Test Run – Drop the skater into the park and test out what you've created.

Save Park – Save current park to the memory card.

Load Park – Load a previously saved park from a memory card.

Clear Park – Delete ALL the ramps placed in the current park.

Sound Options – Adjust available sound options.

Exit Editor – Quit the level editor and return to the main menu.

Table 1: Grabs

TRICK NAME	DIRECTIONAL CONTROLS	SQUARE BUTTON
Abstract	↑	+ ■
Rocket Grab	↓	+ ■
Method Grab	←	+ ■
Stale Air Grab	→	+ ■
L.K. Grab	↖	+ ■
T-Bone Grab	↗	+ ■
Look Back Judo	↘	+ ■
Parallel That Grab	↙	+ ■

Table 2: Flip/Spin Tricks

TRICK NAME	DIRECTIONAL CONTROLS	SQUARE BUTTON
Front Flip	↑, ↑	+ ■
Back Flip	↓, ↓	+ ■
(Counter-Clockwise) Flatspin	←, →	+ ■
(Clockwise) Flatspin	→, ←	+ ■
Hot Flip	←, ←	+ ■
Misty Flip	→, →	+ ■
McTwist/Berani Flip	↑, ↓	+ ■
Bio Flip	↓, ↑	+ ■

Table 3: Modified Flip/Spin Tricks

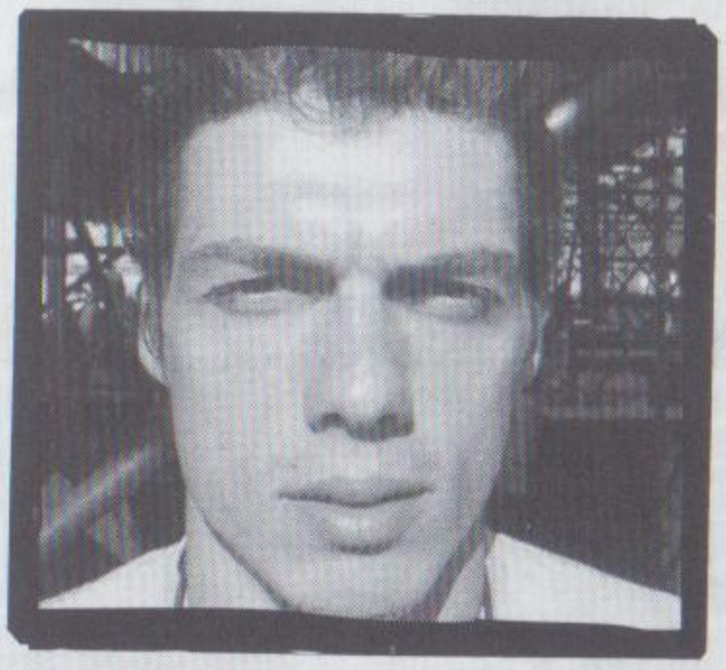
TRICK NAME	DIRECTIONAL CONTROLS	SQUARE BUTTON
Abstract Front Flip	↑, ↑, ↑	+ ▣
Rocket Front Flip	↓, ↑, ↑	+ ▣
Method Front Flip	←, ↑, ↑	+ ▣
Stale Front Flip	→, ↑, ↑	+ ▣
Abstract Back Flip	↑, ↓, ↓	+ ▣
Rocket Back Flip	↓, ↓, ↓	+ ▣
Method Back Flip	←, ↓, ↓	+ ▣
Stale Back Flip	→, ↓, ↓	+ ▣
Abstract (Counter-Clockwise) Flatspin	↑, ←, →	+ ▣
Rocket (Counter-Clockwise) Flatspin	↓, ←, →	+ ▣
Method (Counter-Clockwise) Flatspin	←, ←, →	+ ▣
Stale (Counter-Clockwise) Flatspin	→, ←, →	+ ▣
Abstract (Clockwise) Flatspin	↑, →, ←	+ ▣
Rocket (Clockwise) Flatspin	↓, →, ←	+ ▣
Method (Clockwise) Flatspin	←, →, ←	+ ▣
Stale (Clockwise) Flatspin	→, →, ←	+ ▣
Abstract Hot Flip	↑, ←, ←	+ ▣
Rocket Hot Flip	↓, ←, ←	+ ▣
Method Hot Flip	←, ←, ←	+ ▣
Stale Hot Flip	→, ←, ←	+ ▣
Abstract Misty Flip	↑, →, →	+ ▣
Rocket Misty Flip	↓, →, →	+ ▣
Method Misty Flip	←, →, →	+ ▣
Stale Misty Flip	→, →, →	+ ▣
Abstract McTwist/Abstract Berani Flip	↑, ↑, ↓	+ ▣
Rocket McTwist/Rocket Berani Flip	↓, ↑, ↓	+ ▣
Method McTwist/Method Berani Flip	←, ↑, ↓	+ ▣
Stale McTwist/ Stale Berani Flip	→, ↑, ↓	+ ▣
Abstract Bio Flip	↑, ↓, ↑	+ ▣
Rocket Bio Flip	↓, ↓, ↑	+ ▣
Method Bio Flip	←, ↓, ↑	+ ▣
Stale Bio Flip	→, ↓, ↑	+ ▣

SKATER GALLERY

Meet some of the greatest inline masters of all time.

Shane Yost

NickName: "Taz Devil"
Born: Tasmania, Australia
Birthdate: 07/06/1977
Height: 5 ft 8 in
Weight: 158 lbs.
Hometown: Launceston, Tasmania, Australia
Occupation: Pro Skater
Marital Status: Single
Participant since: 1995
Competitor since: 1996



Taïg Khris

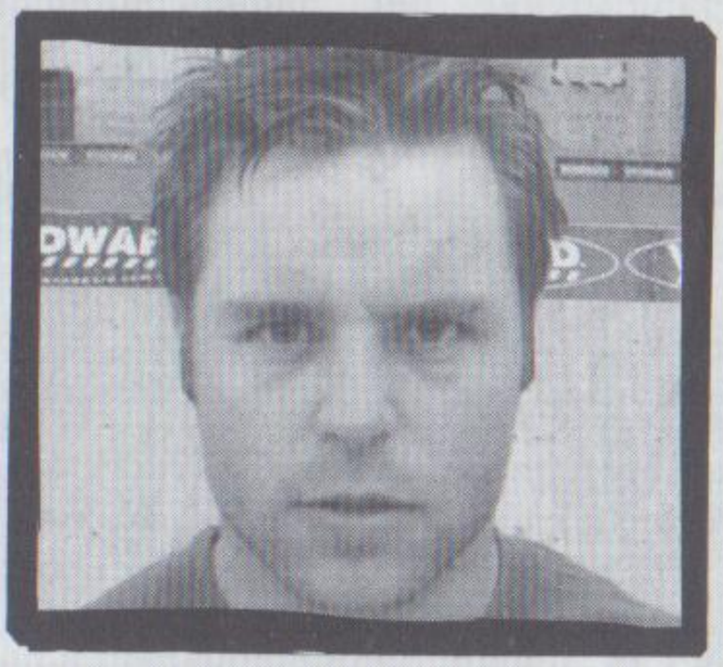
Born: Algeria
Birthdate: 07/27/1975
Height: 5 ft 9 in
Weight: 169 lbs.
Hometown: Paris, France
Occupation: Pro Skater/ Skate Shop Owner/ Ramp Company Owner/ Club Med Consultant and Owner of Taïg Khris Ramp School
Marital Status: Single
Participant since: 1996
Competitor since: 1996

Franky Morales

Born: Miami, FL, USA
Birthdate: 05/03/1983
Height: 5 ft 7 in
Weight: 140 lbs.
Hometown: Miami, FL, USA
Occupation: Pro Skater
Marital Status: Single
Participant since: 1995
Competitor since: 1996

Matt Lindenmuth

NickName: "Lindy"
Born: Kutztown, PA, USA
Birthdate: 03/01/1981
Height: 5 ft 6 in
Weight: 150 lbs.
Hometown: Kutztown, PA, USA
Occupation: Pro Skater
Marital Status: Single
Participant since: 1990
Competitor since: 1994



Chris Edwards

NickName: Mighty
Born: Escondido, CA, USA
Birthdate: 12/22/1973
Height: 5 ft 6 in
Weight: 163 lbs.
Hometown: Escondido, CA, USA
Occupation: Pro Skater
Marital Status: Single
Participant since: 1986
Competitor since: 1994

Sven Boekhorst

Born: Den Bosch, Holland
Birthdate: 06/19/1980
Height: 5 ft 6 in
Weight: 137 lbs.
Hometown: Den Bosch, Holland
Occupation: Pro Skater / Student
Marital Status: Single
Participant since: 1995
Competitor since: 1995

Sven is the 2000 ASA World Street Champion and the 2000 ASA number one ranked street skater in the world.

Jaren Grob

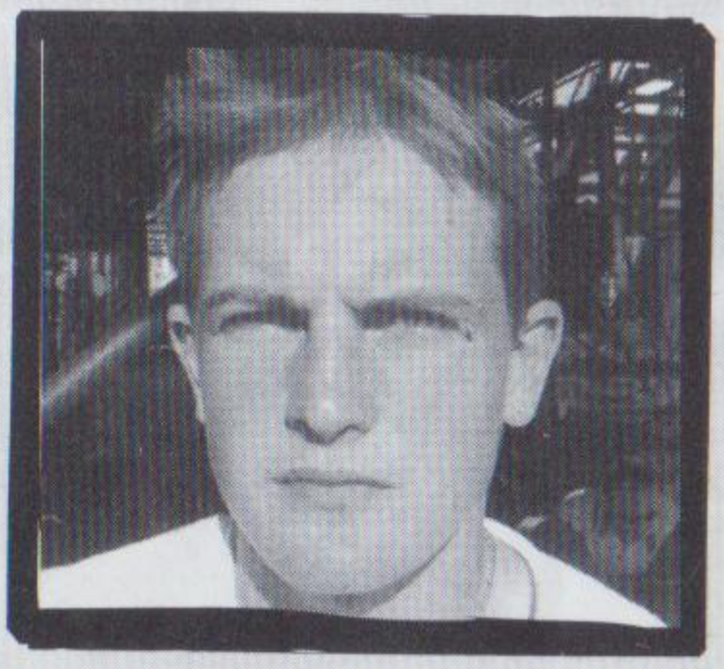
NickName: "The Monster"
Born: Provo, Utah, USA
Birthdate: 08/23/1981
Height: 5 ft 7 in
Weight: 160 lbs.
Hometown: Orem, Utah, USA
Occupation: Pro Skater
Marital Status: Single
Participant since: 1992
Competitor since: 1994

Matt Salerno

Born: Sydney, Australia
Birthdate: 09/04/1978
Height: 5 ft 7 in
Weight: 143 lbs.
Hometown: Sydney, Australia
Occupation: Pro Skater / Music DJ
Marital Status: Single
Participant since: 1993
Competitor since: 1995

Eito Yasutoko

NickName: "Eight"
Born: Osaka, Japan
Birthdate: 07/29/1983
Height: 5 ft 8 in
Weight: 143 lbs.
Hometown: Toyonaka, Osaka, Japan
Occupation: Pro Skater
Marital Status: Single
Participant since:: 1992
Competitor since: 1995



Sam Fogarty

Born: Melbourne, Australia
Birthdate: 10/11/1980
Height: 5 ft 9 in
Weight: 170 lbs.
Hometown: Melbourne, Australia
Occupation: Pro Skater
Marital Status: Single
Participant since: 1992
Competitor since: 1995

NOTES

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eurosupport@acclaimworld.com

Or write to:

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Unit A, Sovereign Park
Brenda Road
Hartlepool
TS25 1NN

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- **Suomi** — **0600 411 911**

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- **France** — **0803 843 843**

  Veuillez appeler notre service clientèle à ces numèros seulement pour une assisitance technique concernant la PlayStation.

- **Deutschland** — **01805 766 977**

  Bei allen Fragen rund um die PlayStation kontakteren Sie bitte den Kundenservice.

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  Por favor, llama a los siguientes nùmeros de nuestro Servicio de Atenciòn al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

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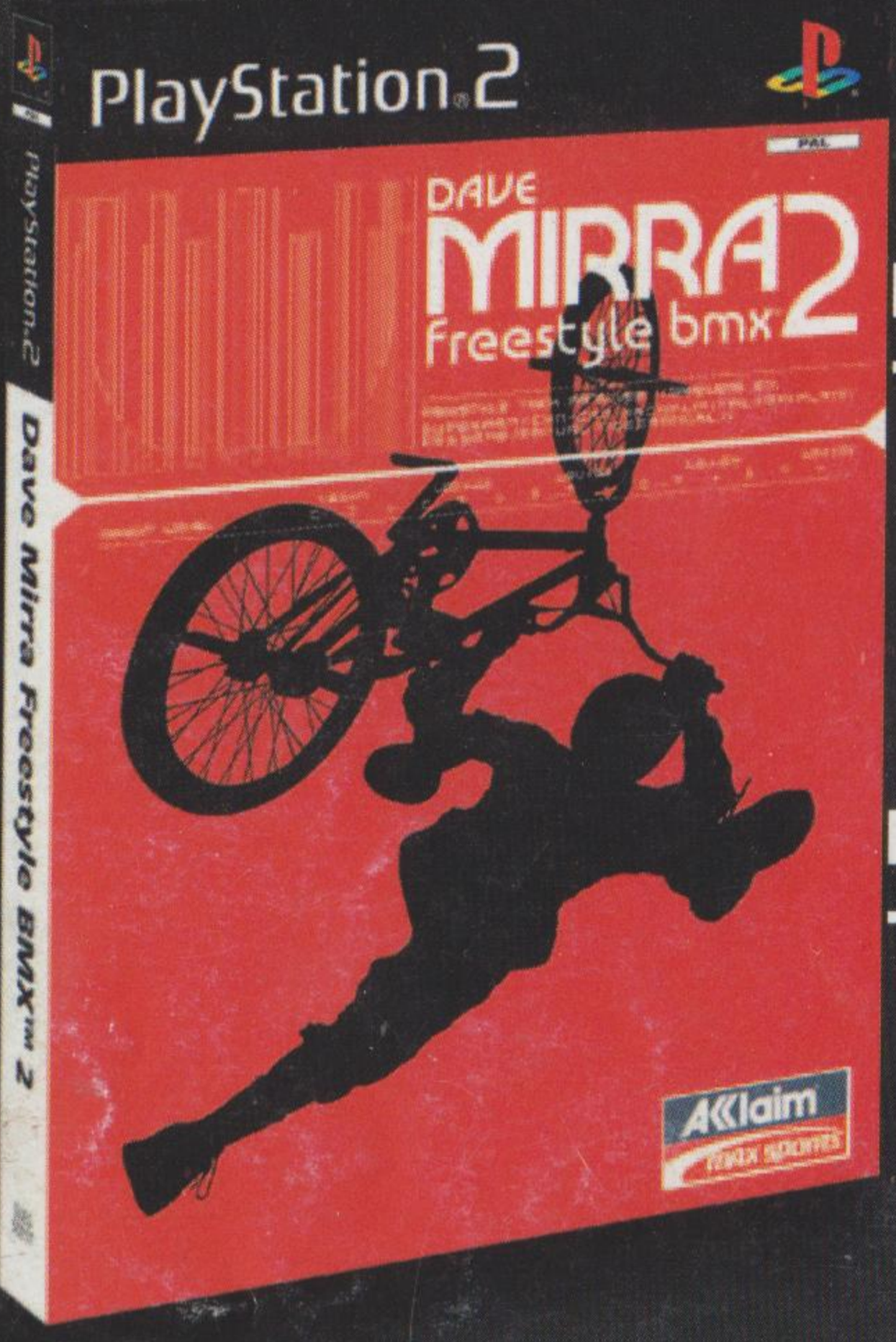

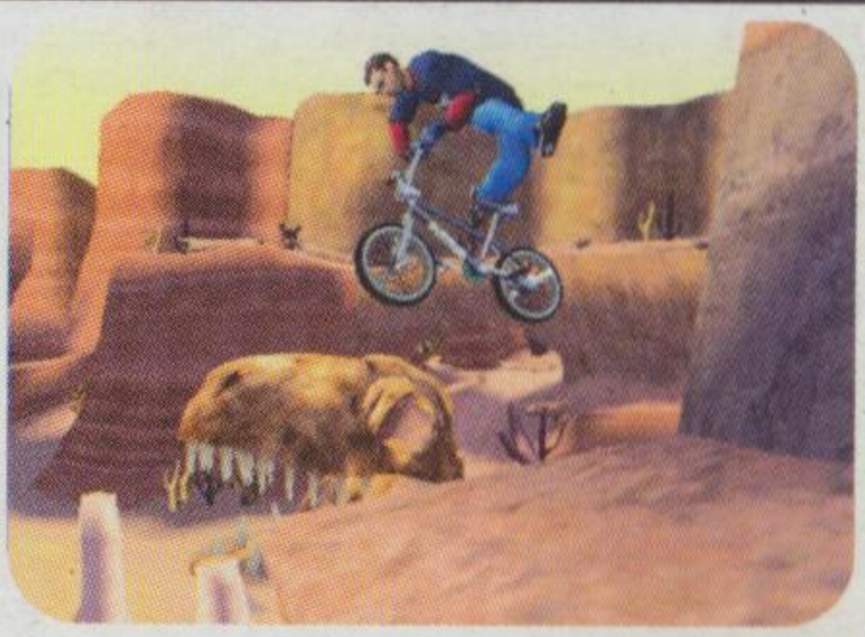

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